

CONTROL OF SOLENOID VALVE SYSTEM USING GSM TECHNOLOGY

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Abstract— This paper proposes an irrigation system using Arduino, GSM module to control the Solenoid valve which helps in providing an effective and reliable irrigation system. The Arduino gets the input from GSM module to operate the motor and appropriate solenoid valves to feed water only to the preferred area of the agricultural field. The input to the GSM module is given as messages from the farmer. The presence of solenoid valves reduces the number of labour required to be in the field to feed water to individual areas. The farmer can remotely operate the irrigation system and save water by automatically switching off the motor .

Keywords— GSM module; Arduino UNO; Solenoid valve.

I. INTRODUCTION

Agriculture plays a vital role in India. Over 58 percent of rural households depend on agriculture as their principal means of livelihood. Economic condition of government, to a large extent depends upon the prosperity of agriculture. India being the second largest producer of food in the world will be facing a situation where farmers are found to quit farming. One of the reasons is the lack of labours to maintain the irrigation system in the agricultural field. This project makes the farmer to remotely control the irrigation system, without any labour to work in the field to maintain proper irrigation system and save water to the maximum. The concept of remote controlled irrigation system with the help of voice commands was designed prior. This system was built using GSM with voice recognition technique and moisture sensor unit to control irrigation. Another remote controlled irrigation system was designed and implanted by Chao Long et.al. The system was built with single chip 80C51 module and GTM900C GPRS (General Packet Radio Service) module. A VB (Visual Basic) based temperature and humidity monitoring was also included in the system. A variant system uses an 80C51 microcontroller to control the irrigation scheme with the help of moisture sensors. The GSM based system is further proposed which uses temperature sensors and in addition to it plans the water feeding times for different plants for efficient cropping. The systems are also designed using 8085 microprocessors and GSM technology which enhances drip irrigation.

The above said designs need either the farmer to speak over the mobile phone or go directly to the field to operate the motor switch. The usage of vocal commands might be found easier but the one big difficulty is the mispronunciation of

words can cause improper operation of the system. Also the agricultural land is not completely used in all the time, feeding water to the land doesn't requiring water is wastage of the resource. Hence an alternative of this is a simple messaging scheme, which will not be much complex for the user to handle. Our project focuses on the message commands, and using solenoid valves one can control the flow of water only to the preferred area.

The major objectives of the proposed system are low cost and effective with less power consumption for remote monitoring and controlling devices which are controlled via SMS using a GSM module. This also serves as a less complex system to be handled by the farmer.

II. SYSTEM DESIGN

The proposed irrigation system has the following components.

A. GSM MODULE

GSM module is a distinguished type of module which accepts a SIM card and operates similar to a mobile phone. Whenever a GSM module is connected to a computer, it allows the computer to use the GSM module to communicate over the mobile network. GSM modules are most frequently used to provide the mobile internet connection; many of them are often used for sending and receiving SMS messages. There are several GSM modules that are available in the market out of which GSM FLYSCALE SIM900 is the GSM module that has been used in this project. This GSM module receives the message from the User GSM Mobile and decodes it to the corresponding string value. The GSM Module thus communicates with the Arduino.

B. ARDUINO UNO

A microcontroller is a computer on chip that is, a single integrated circuit containing a core processor, memory unit, and programmable input/output ports. Microcontrollers are versatile and hence used in places where automatic control of products and devices, such as controlling of automobile engine systems, implantable medical devices, remote controls, toys and other embedded systems. The size and cost of employing a microcontroller is very less than that compared to a design

that uses microprocessor whose units are separate such as memory, timer, counter and separate input/output devices, hence in order to achieve required performance at decent cost. ARDUINO UNO microcontroller is used in this project; it is a development kit which helps in easy programming and real time implementation. The kit consists of Atmega 320P U microcontroller which belongs to the ATmel family; it is a 8-bit Microcontroller that comes as a 28 pin package with 14 digital I/O pins and 6 analog pins. The board features serial communication interfaces, including USB, which helps loading programs from personal computers. In the programming of microcontrollers, the Arduino platform provides an integrated development environment (IDE) based on the Processing project, which includes support for the C, C++ and Java programming languages. Thus these features make the microcontroller a right choice for our application. Figure 1 shows Arduino Uno board.

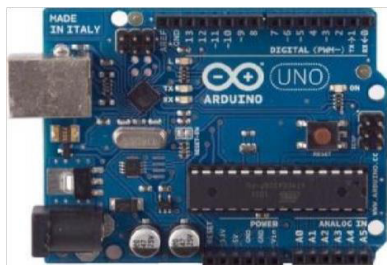


Figure 1:Arduino Uno

D. CONTROL UNIT

The control unit is the control relay circuit that operates according to the signal received from the microcontroller and makes the motor to operate and thereby opens the solenoid valves. The relay used in this project is a 12V relay. The relay consists of a coil with multi turns, wound on an iron core, forming an electromagnet. Whenever current passes through it, the coil gets energized, the core gets magnetized temporarily. This magnetized core attracts the armature made of iron. The pivoted armature causes it to operate with one or more sets of contacts. When the coil is de-energized it releases the armature and contacts. The coil can be energized from a low power source such as a transistor while the contacts can switch high powers such as the main supply. The relay can also be situated in a remote area from the control source. Relays generates a very high voltage across the coil when switched off which will damage other components in the circuit. In order to prevent this, a diode is connected across the coil. The diode cathode is connected to the most positive end of the coil.

C. SOLENOID VALVES

A solenoid valve is an electro mechanically actuated valve. The control of this valve is done by an electric current through a solenoid, in our case we use a two-port valve where the flow is either switch on or off that is the microcontroller either gives high or low signal which makes the valve to either open or close, flow control cannot be done. The most frequently used control elements in fluidics are the solenoid valves. Solenoids provide fast and safe switching, higher reliability, low control power and compact design. A 2-way valve, for example, when 2 ports; if the valve is open, it means that the two ports are connected and fluid may flow between them and if the valve is closed, the ports are isolated. If the valve is open when the solenoid is energized, then the valve is termed normally open (N.O.).Similarly, when the solenoid is not energized the valve is closed, then the valve is termed normally closed(N.C). A 12V solenoid valve is used to control the flow of water to the field. Since the microcontroller cannot drive a 12V solenoid directly, it is triggered by a relay which gets signals from microcontroller.

Figure 2 depicts the operation of the solenoid valve

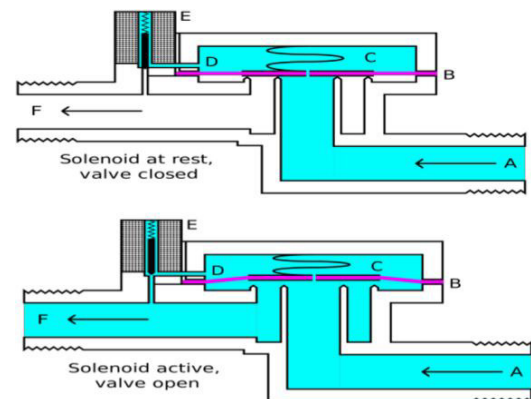


Figure 2: Operation of solenoid valve



Figure 3: Solenoid valve

E. BATTERY

The battery circuit is essential to operate the GSM Module, Microcontroller and Solenoid valves. 12V, Adapters are used to provide supply to the above mentioned components in the circuit.

F. MOTOR SYSTEM

The motor system is used to pump the water to the irrigation field.

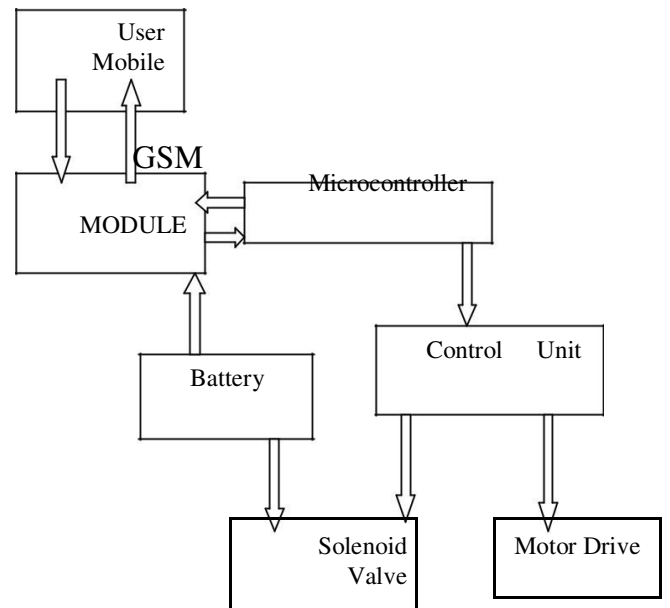
III. WORKING OF THE SYSTEM

The system works with a GSM FLYSCALE SIM900 module and Arduino Uno microcontroller. The system works based on the following algorithm depicted in the flow chart (Figure 5). The command signals from the user are obtained as messages from the user by the GSM module. This GSM module converts the message into hexadecimal code so that the microcontroller could process it. The microcontroller gets the information from the GSM module frequently.

IV. BLOCK DIAGRAM

The main parts are the microcontroller, GSM module, moisture sensors, solenoid valve, control unit and motor drive system. From the battery, appropriate power to GSM module, microcontroller, solenoid valves and moisture sensors are delivered. The microcontroller receives signal from GSM and moisture sensor, this received command is further used by it to operate appropriate solenoid valves. Whenever the moisture level exceeds the critical value the microcontroller shuts the motor off.

BLOCK DIAGRAM



V. CONCLUSION

Thus the system so proposed is very helpful for the farmers in saving the water and reduce their time to reach the field to operate the motor [1]. This system can also reduce the number of labours required to work in the field to change the water flow direction by the usage of solenoid valves. The farmer just has to message the commands from the remote area to control the water fed to the field. The system is more economical and less complex for the farmer to handle. This system can be found much simpler than previously proposed system. The future enhancement can be provided by detecting the fertilizers in the field and controlling the irrigation accordingly.

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